

FIG. 1

Setp 1 Drawing a straight line GO

FIG. 1

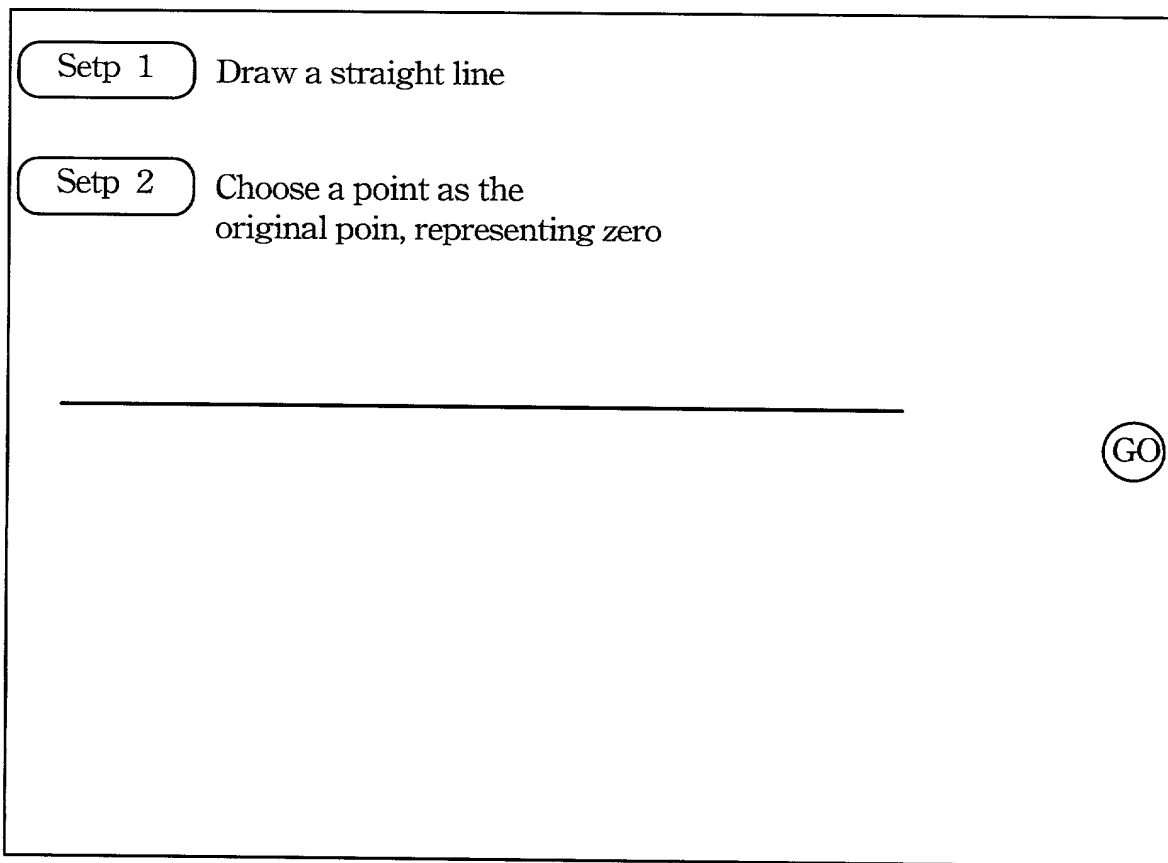


FIG. 2

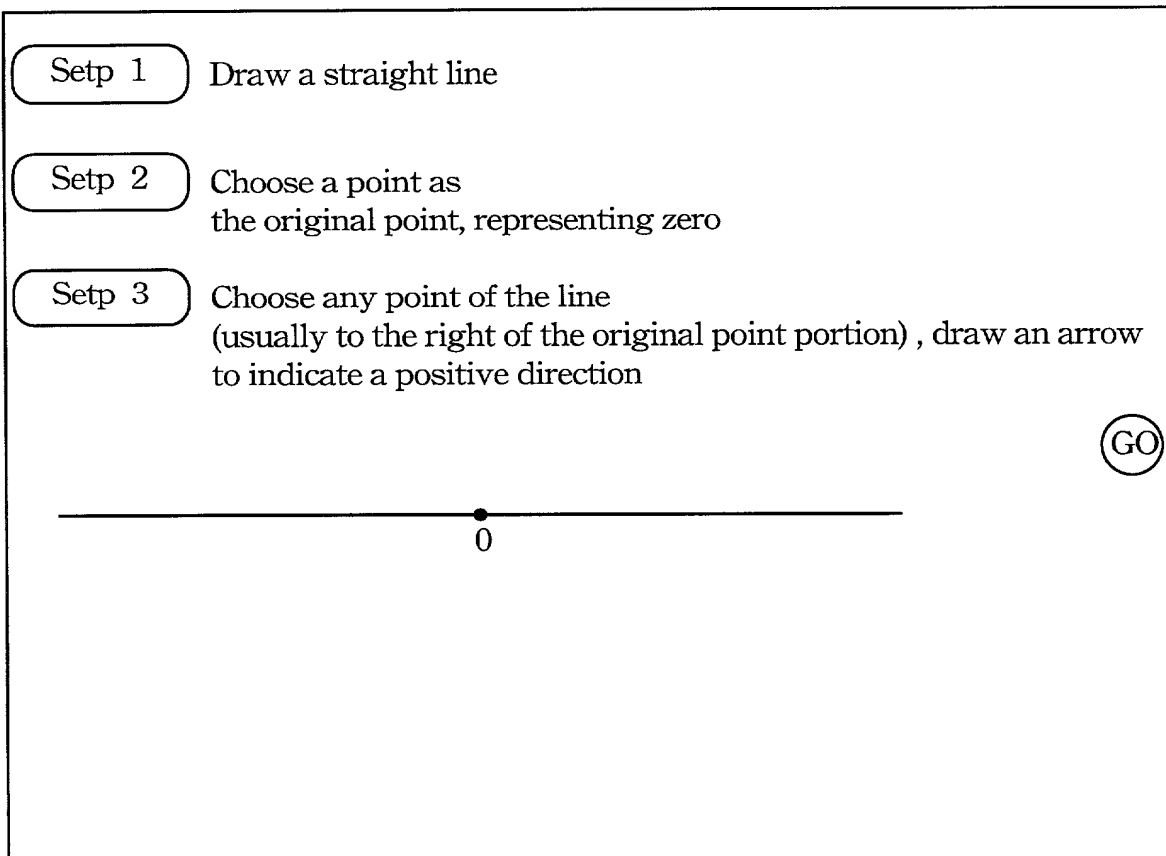


FIG. 3

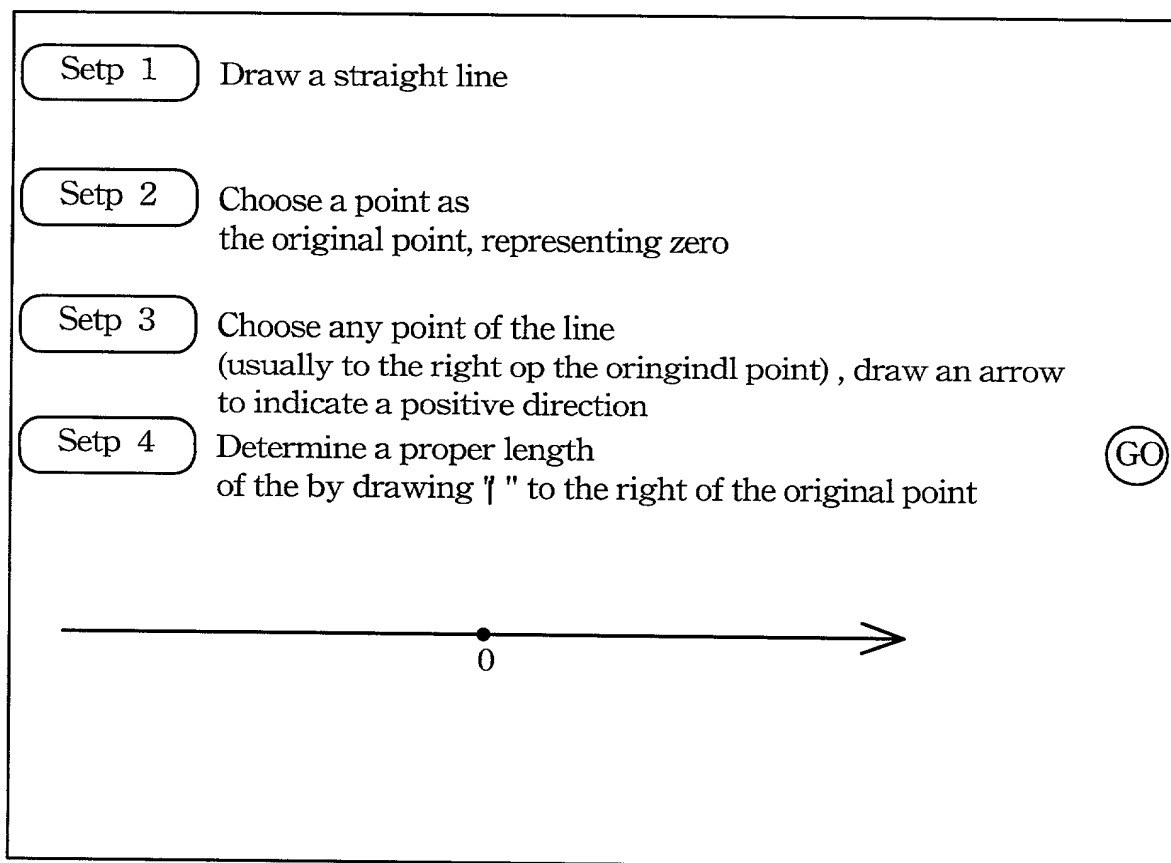


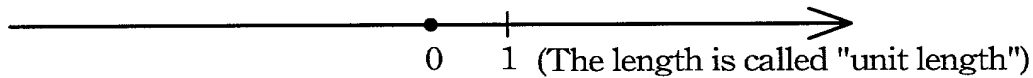
FIG. 4

Setp 1 Draw a straight line

Setp 2 Choose a point as  
the original point, representing zero

Setp 3 Choose any point of the line  
(usually to the right of the original point) , drawing an arrow  
to indicate a positive direction

Setp 4 Determining a proper length tw the right of the original point (GO)  
side of the line by drawing "|" to the right of the original point



We have drawn a simplest number line

again

FIG. 5

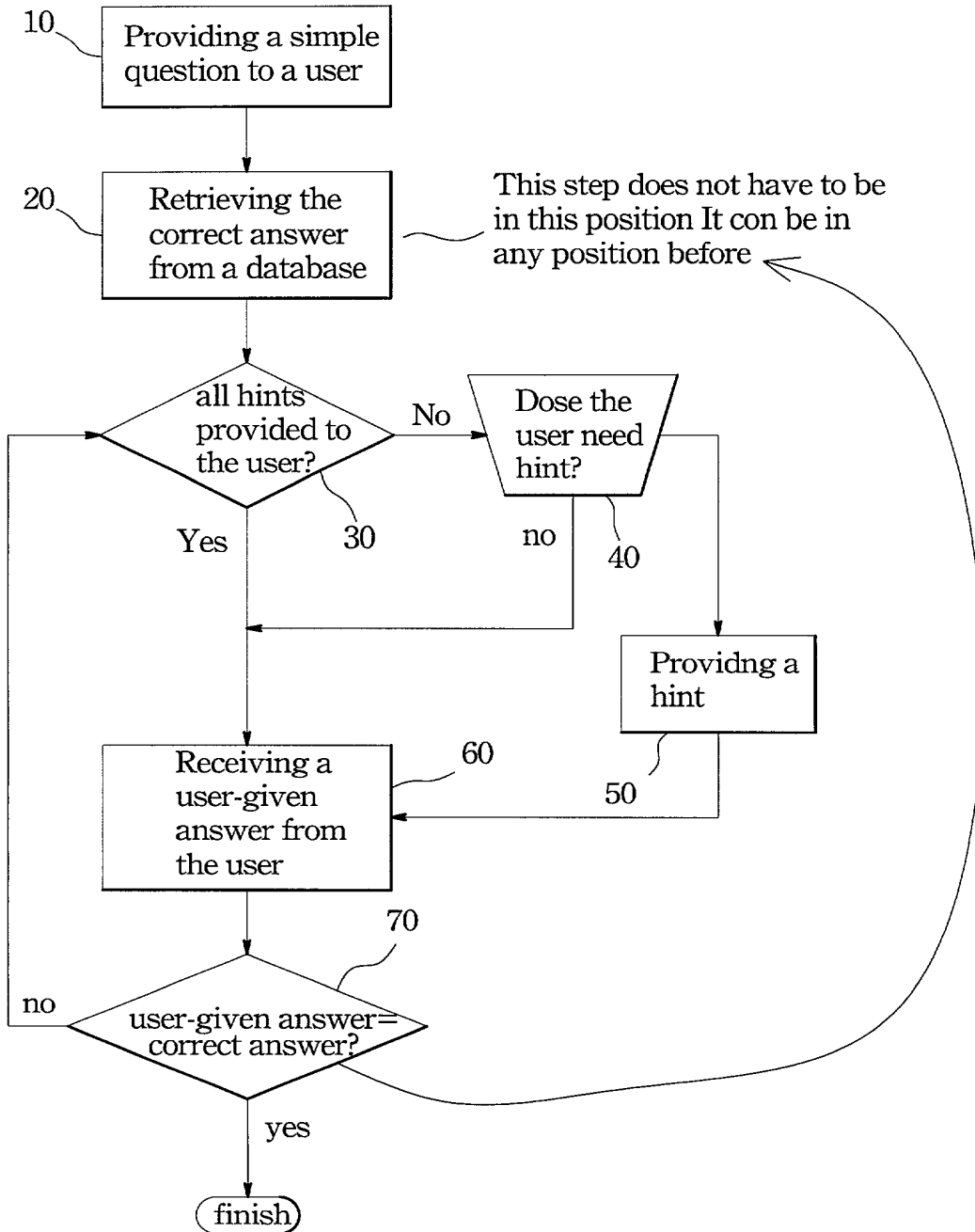


FIG. 6

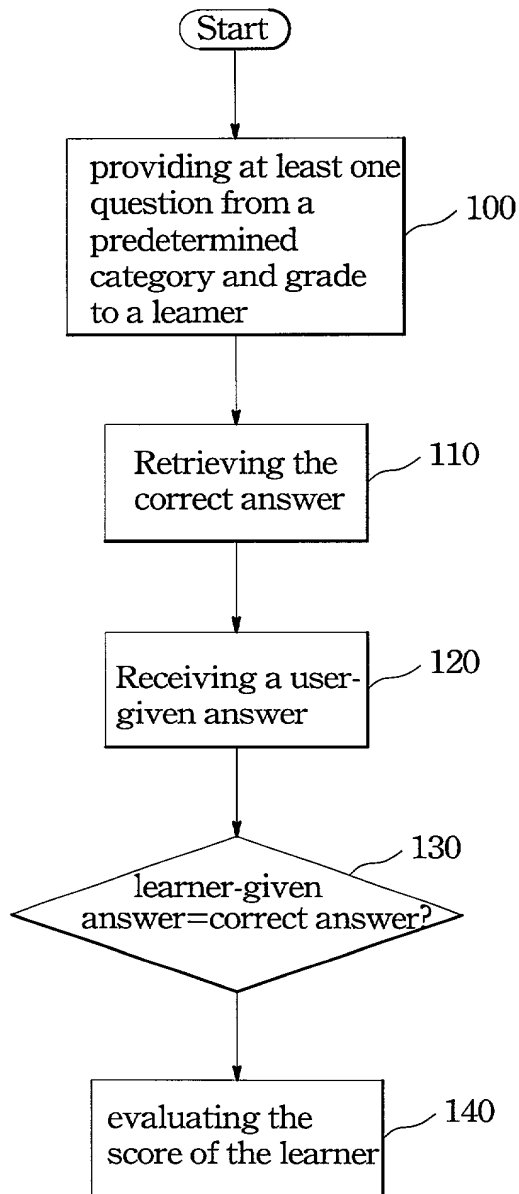


FIG. 7

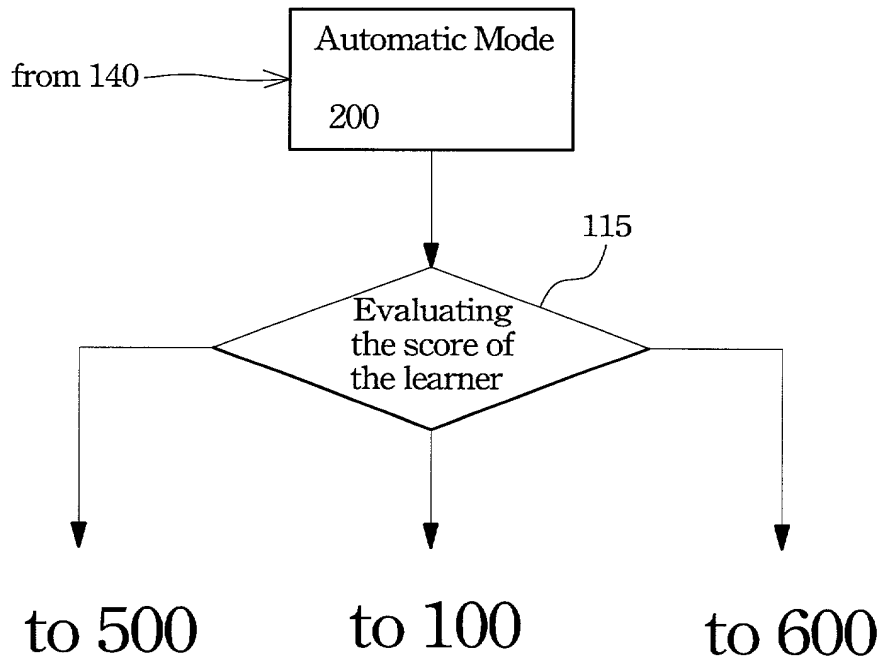


FIG. 8

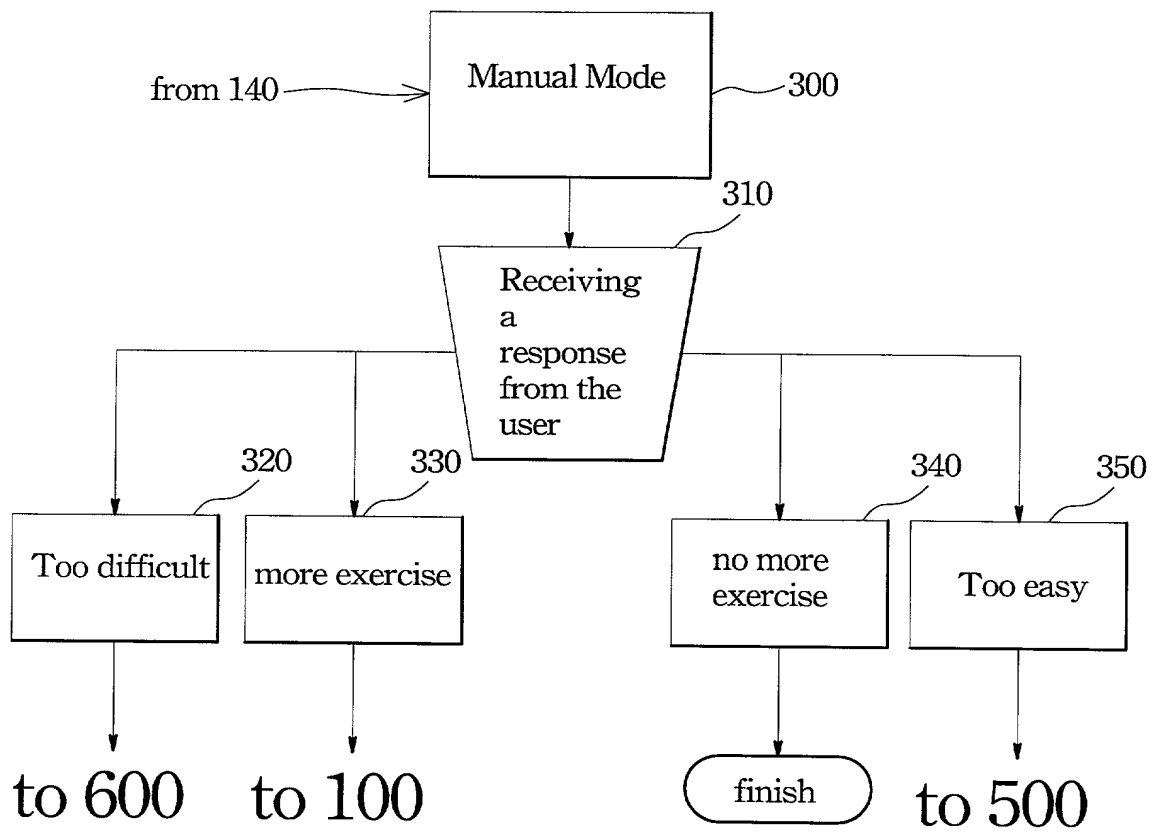


FIG. 9

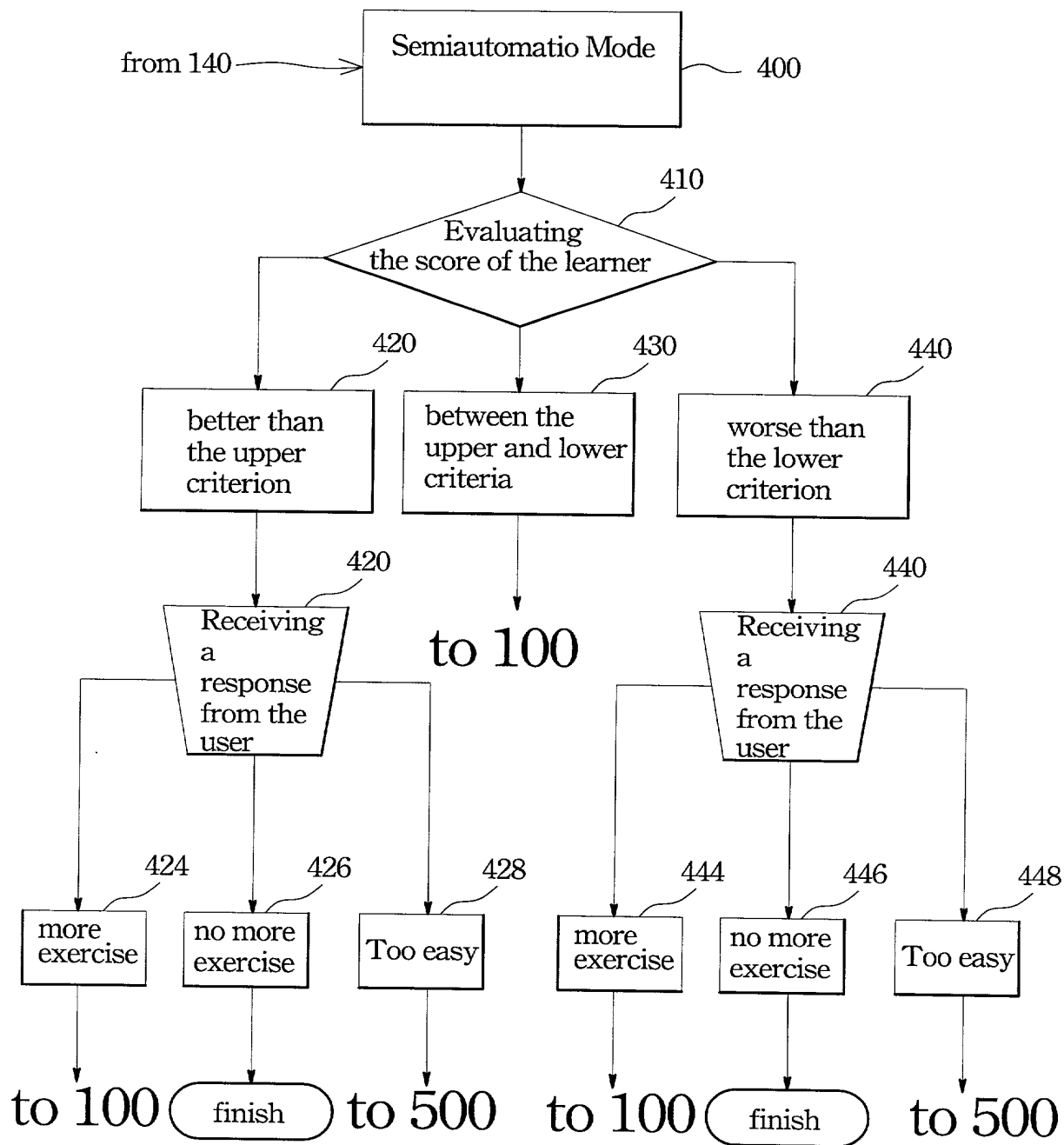


FIG. 10

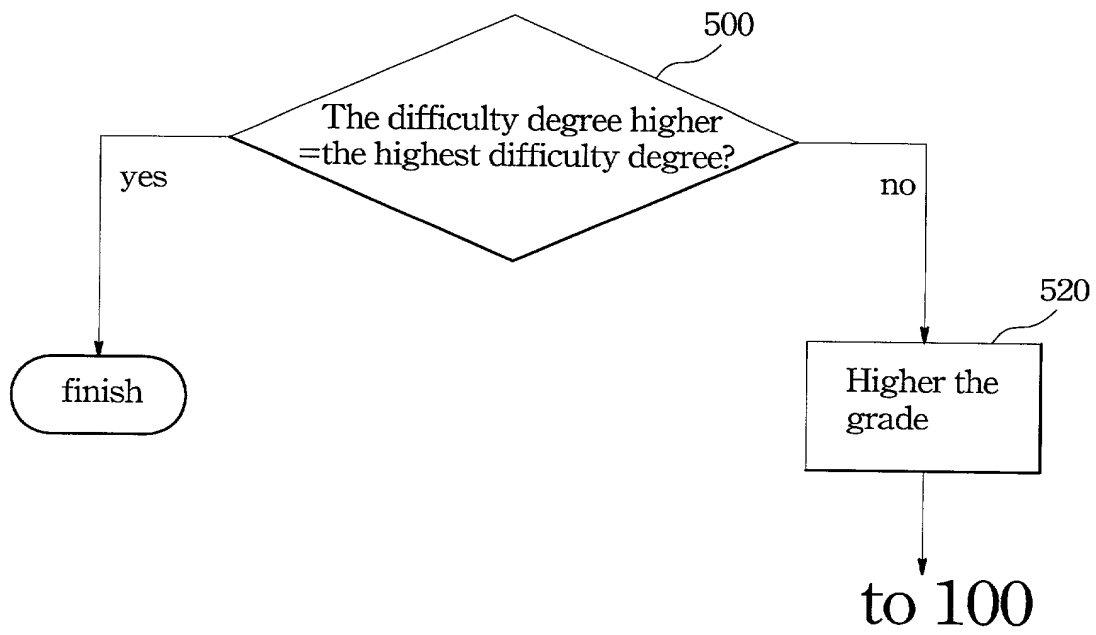


FIG. 11

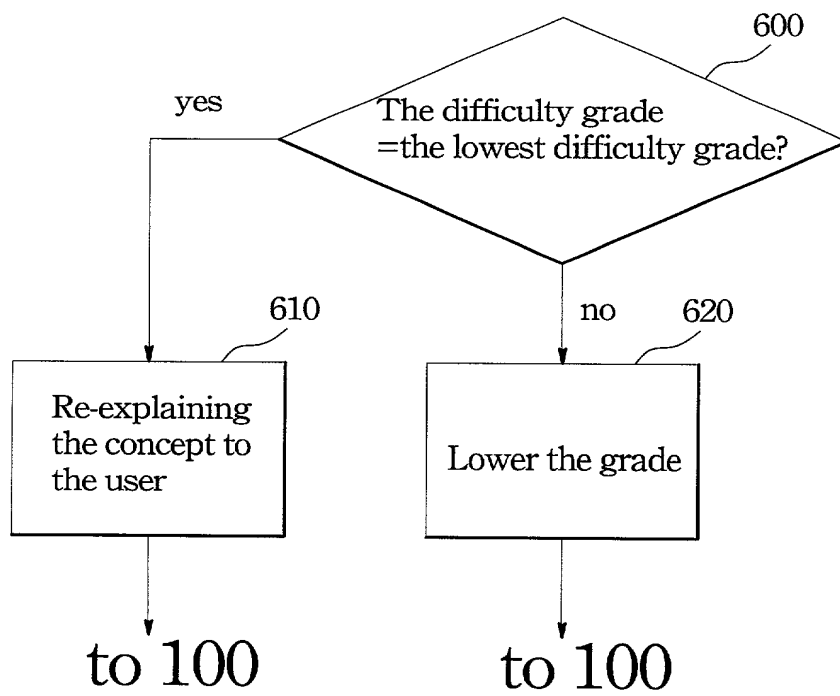


FIG. 12

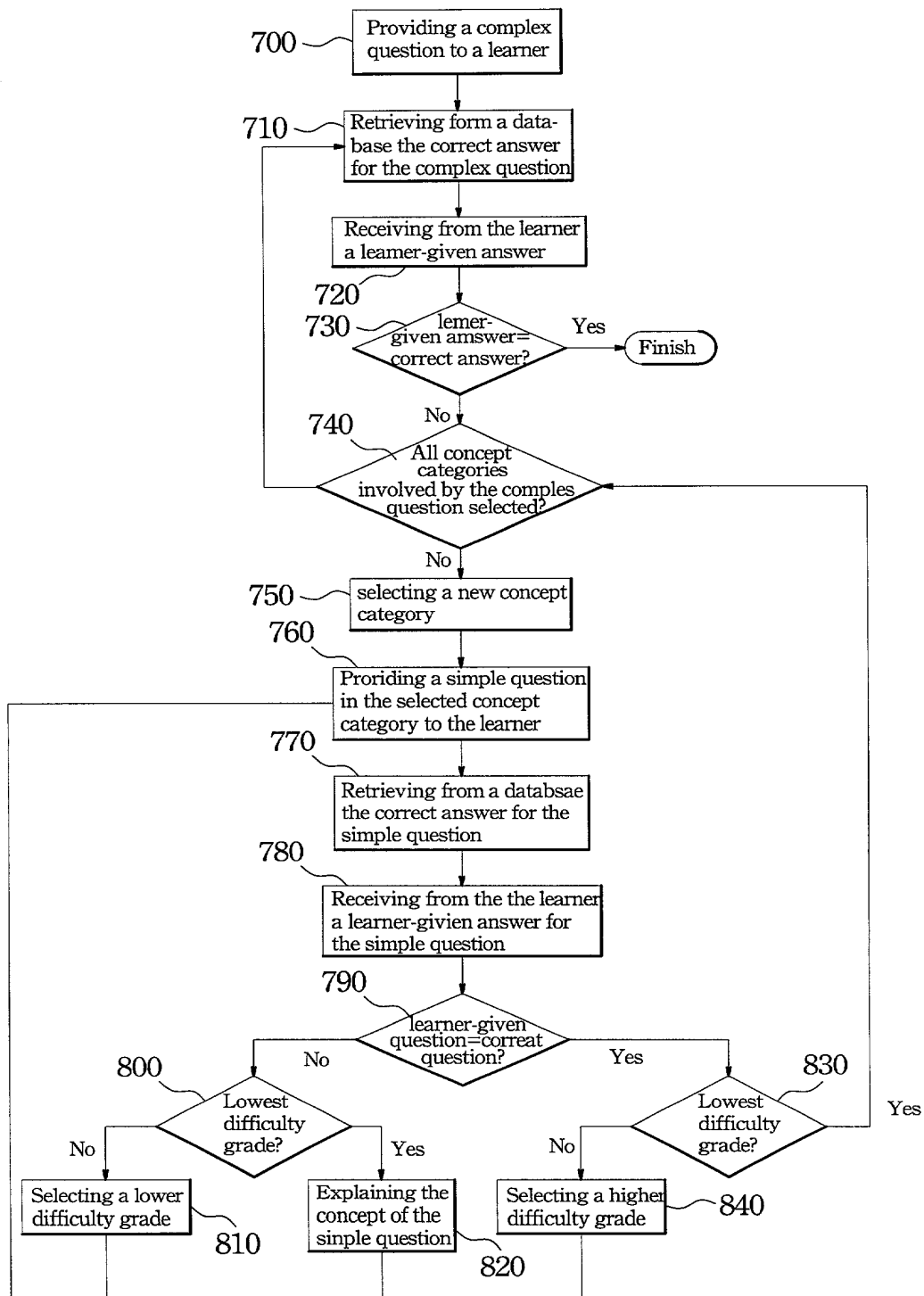


FIG. 13

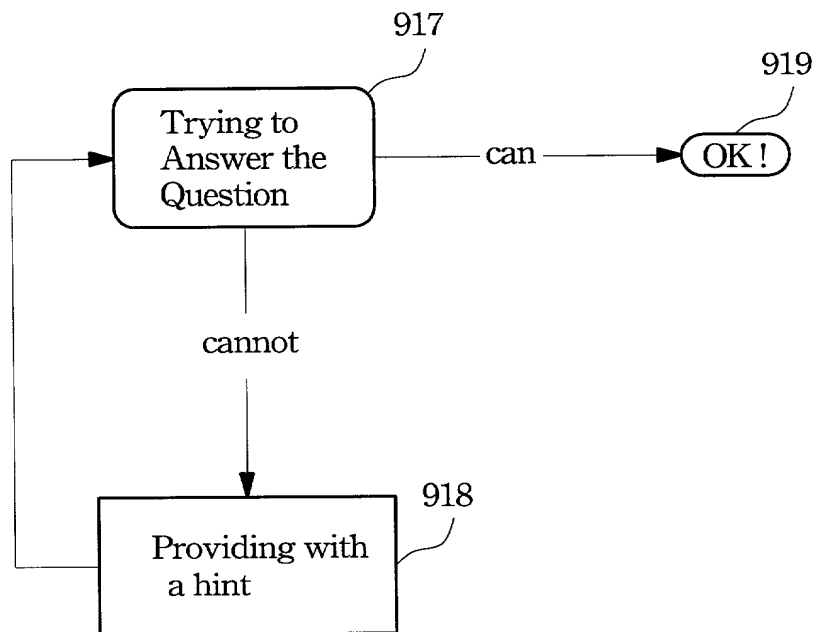


FIG. 14

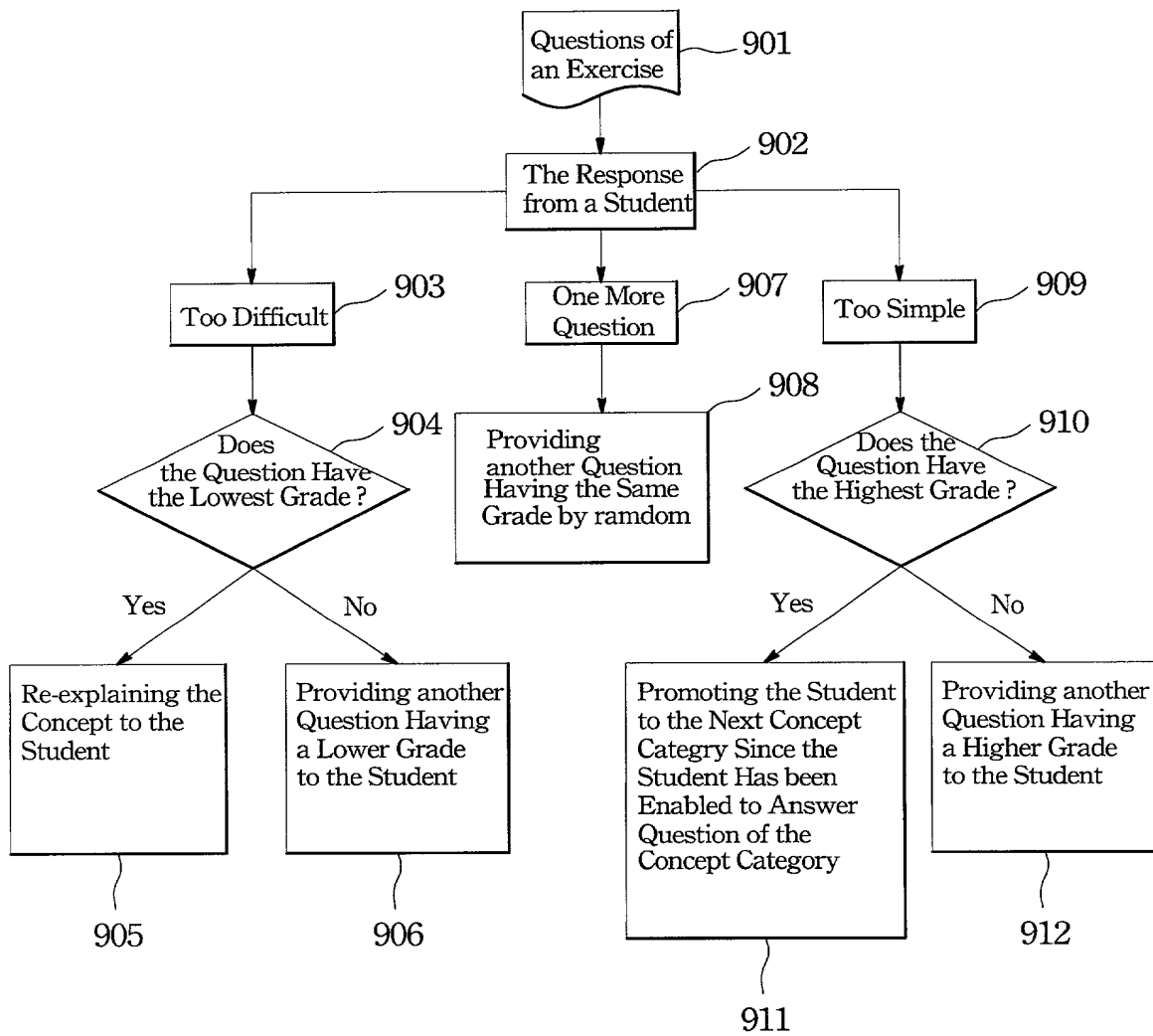


FIG. 15

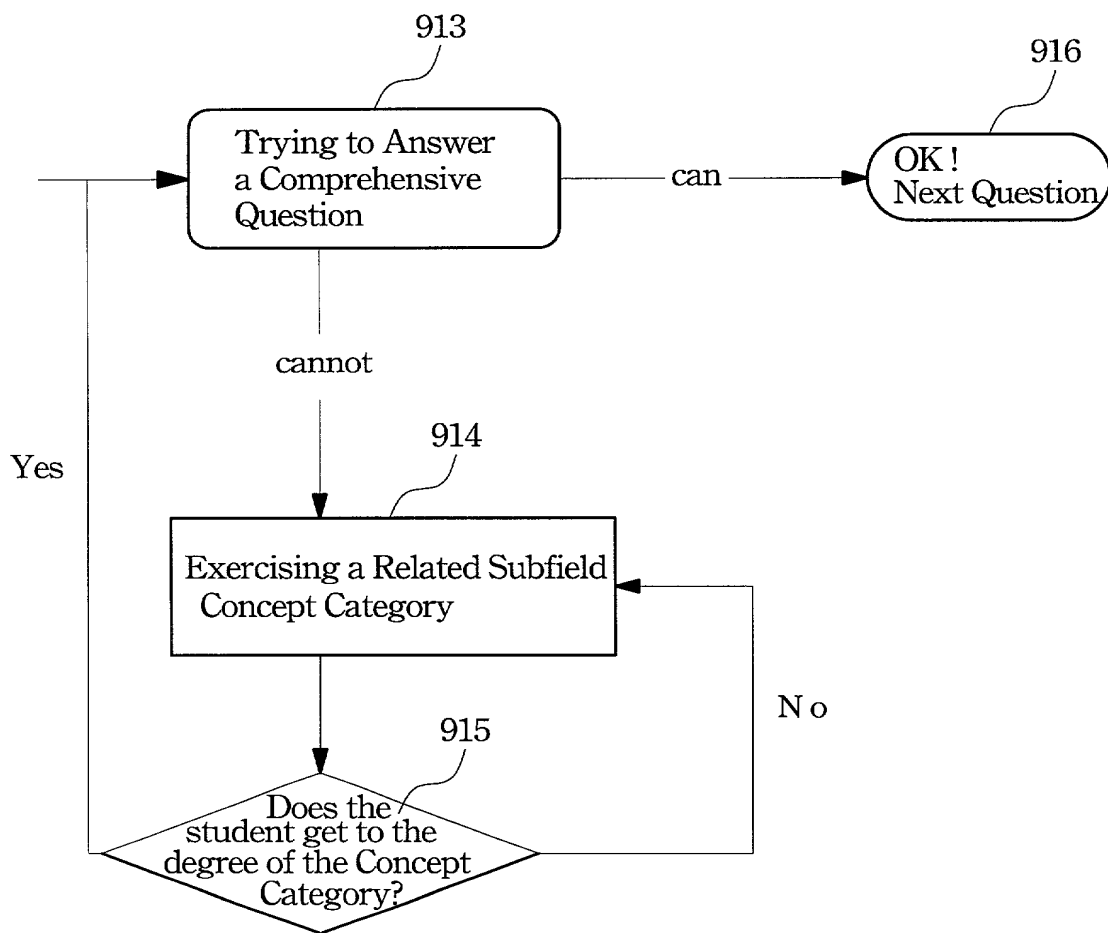


FIG. 16